

THE REMNANTS

Issue # 4



A Fan Based E-Zine for all things
WaRENGINE

An NC & DxE Publication

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Editorial

 by Dances with Emutants

Volume 1, Issue 4

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Well, Issue # 4 marks the end of our first year of publication. Imagine that, we have managed to put out four complete issues all based on the rules and games that we love. Who would have thought that we could do that?

So as we head into our second year of producing four more issues, the challenge now becomes, can we keep it up? I hope that answer will be an enthusiastic YES! Of course we could use some help, and by that I mean we want to share the wealth. You have already seen guest authors, especially in Issue # 3, where we had the most yet. And truthfully that is what we really would like to strive for, after all, the reason you are reading this is because you are interested in this rules system and its games. So why should we hog all the spotlights, and get all the glory.

We strongly encourage you to submit articles, scenarios, fiction, reviews, army lists, or anything else you can come up with as long as it has to do with this rules system and its games. Of course we cannot afford to pay for your submissions; we are just a Fan Zine! But you do get to see your name in print, and personally I get a rush from that! This is E-Zine is for you, that's why we do this, so we all can enjoy this game.

This issue also is a first for us as it debut's our first two advertisers. I would like to welcome Joe Conejo from All Fronts Armor Depot and Imgredy2 from the E-Bay store Shockforce Warehouse. Of course Imgredy2 is otherwise known as LeXan. We hope to bring you some more advertisers in the future that can provide products to make your gaming experience all that much better. All Fronts Armor Depot provides gaming quality vehicles for those interested in WW II, Korea, Viet Nam, and the Modern era. These resin vehicles are not museum quality, but are fine gaming additions at reasonable prices. Shockforce Warehouse provides you with most of the figures that were available for the game Shockforce, including new figures that will soon be available. Also rulebooks can be also found there. Please support these advertisers!

Until the next issue, play the Game!
Dances

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WARENGINE WORLD WAR II

by Dances with Emutants

Armored Fighting Vehicles (AFVs) Part II

I can change my mind if I want to; after all it is my prerogative! And that is exactly what I have done. In Issue # 3 I brought you my rules variation for running World War II using the WarEngine rules system. Within that article I attempted to include new rules that would handle tanks in a skirmish game. First let me say this, tanks in a skirmish game will rule the battlefield unless infantry out numbers them.

So what am I changing and why? Well my tank rules introduced new dice to the rules. The WarEngine was based on only using the d6, and I went ahead against my own feelings, and decided to use a d8, a d10, and a d12. Now I admit that I had only play tested this a couple of times. And while I really didn't feel that there were any problems with it, it did go against the basic design of the rules. There certainly was some opposition against it on the Yahoo groups as well. So after some more discussions on the group I have developed a new way to handle it.

So let's take it from the top and start off by defining the new figure types that I previously defined.

Figure Types – These remain the same, with further clarification for vehicles. Light vehicles would include motorcycles and jeeps. Medium vehicles include smaller trucks, command cars, and ambulances. Heavy vehicles would cover larger trucks such as the Duce and a half. But I have added three new figure types that will cover Armored Fighting Vehicles (AFVs). These new types further deviate from the core rules by introducing some new tweaks that only applies to these types.

Figure Types			
Pts	Type	Max Tweaks	Max Hero Pts
30	AFV Light Veh (AL)	25	8
50	AFV Med Veh (AM)	35	12
80	AFV Hvy Veh (AH)	60	14

Defensive Adjustments:

AFV Defense Adjustments	
Adj	Type
1's re-rolled	Light (AL), Medium (AM), Heavy (AH)
If attacked by a	weapon with Armor Piercing
1's to 2's	Light AFV - replaces the re-rolling of 1's
1's, 2's to 3	Medium AFV - replaces the re-rolling of 1's
1'a, 2's, 3's to 4	Heavy AFV - replaces the re-rolling of 1's

Explanation:

All AFVs get to re-roll any 1's that they roll for defense.

The exception to this bonus is listed in the above chart. Any AFV that is attacked by a weapon with the tweak Armor Piercing will no longer get the bonus of re-rolling any ones rolled on defense. It will be replaced with the bonus listed in the above chart.

NOTE:

Heavy AFVs are now allowed to keep up to 6 dice when rolling for defense. This strays from the normal rule of no more than 5 dice can be kept for any roll.

Scaling

Another new addition I have added is what I call scaling. Simply put, when you attack an AFV, just because you roll higher than the defense roll doesn't mean you have destroyed the AFV.

Scaling: If attack roll beats the AFV defense roll by:	
1	Glancing hit, No damage
2-3	AFV Immobilized
4 +	AFV Destroyed

Defense – The defense statistic has not really changed. But for the sake of AFVs, there are three designations. The first designation is the defense of the frontal armor of the vehicle, the 2nd statistic reflects the side armor, and the last represents the rear and top armor value. You will only pay for the highest armor value, which should be for the frontal armor.

Anti-Armor Weapons:

Weapons designed to take out Armored Fighting Vehicles (AFV) should not be used against infantry. These weapons were designed to penetrate the armor plate. As such, weapons like the US Bazooka and the German Panzer Faust will not have an area effect, making their use against infantry a waste. However, these weapons should have the Armor Piercing tweak applied to them in order for them to effectively affect AFVs.

Importantly, this means infantry will not be able to take out an AFV with ordinary rifle or machine gun fire. This also allows me to bring mass fire back into the game, as I had not allowed it previously.

As such this creates the need to update the Armor Piercing tweak as follows:

+8 Armor Piercing

Targeted type M and type H figures do not gain a defensive bonus of ones becoming twos or ones and twos becoming threes versus this weapon. In addition if fired at an AFV, the AFV

defensive bonus of re-rolling all ones is reduced to all ones becoming twos (in the case of Light AFV) or all ones and twos become threes (in the case of Medium AFV) and all ones, twos, and threes become four (in the case of Heavy AFV).

Anti-Armor weapons were used quite effectively against buildings, bunkers, and pillboxes. Thus, when using one of these weapons against infantry that is within a building, bunker, or pillbox, consider the structures to have the following statistics listed in the table. The defense roll for buildings deviates from the core WarEngine rules by keeping a max of six die for the concrete buildings.

Note: For purposes of suppression, consider that these weapons will have an Area Effect of 2x plus High Explosive (5" radius).

Structure	Df	Results
Wooden	4k3	If hit is sustained, structure damage causes a 2k2 attack vs. any infantry inside if no hit is made, infantry inside must make morale check or become suppressed
Brick	5k4	If hit is sustained, structure damage causes a 3k3 attack vs. any infantry inside if no hit is made, infantry inside must make morale check or become suppressed
Concrete (Bunker, Pillbox)	6k6	If hit is sustained, structure damage causes a 4k3 attack vs. any infantry inside if no hit is made, infantry inside must make morale check or become suppressed

AFV Movement, Targeting, & Types

AFVs may turn during movement at no additional movement cost. Turning is not considered movement for firing and reserve purposes. A vehicle may move backwards at 1/3 its movement rate.

The main gun on a tank may have free rotation when firing during activation. However when on reserve, the gun may only fire in the direction in which it was pointing last when activated. All hull mounted machine guns can only fire in a 60

degree forward facing arc. If the machine gun is mounted on top of the turret co-axial, then it may fire in a 360 degree arc. However it does require the tank commander to be exposed to fire. He may be targeted by small arms fire but does receive the hard cover bonus. I would suggest using a marker of some kind on the tank turret to denote the commander is out of his hatch.

Some tank destroyers are not equipped with a turret, these AFVs can only fire the main gun in the direction the tank is facing, of course during activation the tank destroyer may turn in any direction. Further some tank destroyers have an open topped turret (US Hellcat, Jackson). Treat the crew inside the turret as in hard cover, and use the crew's defense value as they can be targeted from above by small arms fire.

The following table lists some of the more common vehicles found on the WW II battlefield and what figure type they fall into.

Vehicle	Type
Motorcycle	Light
Jeep	Light
Kubelwagon	Light
Small Trucks (Dodge Ambulance)	Medium
Duece & a half	Heavy
Half Tracks	AFV Light
Light Tanks (M5 Stuart/M24 Chaffee)	AFV Light
Medium Tanks (M4 Sherman / Panzer IV / M10 Tank Destroyer)	AFV Med
Heavy Tanks (Panther, Tiger, M26 Pershing)	AFV Heavy

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United States Army Armored Fighting Vehicles – 1941-1945

German Army Armored Fighting Vehicles – 1941-1945

QTY	PV	Type	Description	MV	Defense	MN	CR	PV	Weapon	Rng	AT	I-AE	AET
98	A-M	PzIVF2	Med Tank	12"	6k5/4k4/4k3	3k3	-	78	75mm Gun	48"	5k4	2x	Ex
		"MkIV Special"						2	<i>Extra Bite (+2) all 1s on AT =2</i>				
								8	<i>Armor Piercing (+8)</i>				
								56	Hull MG 34 machine-gun	24"	3k2	3x	Bu
								56	Hull MG 34 machine-gun	24"	3k2	3x	Bu
								56	Co-axial MG 34 machine gun	24"	3k2	3x	Bu
								56	Co-axial MG 34 machine gun	24"	3k2	3x	Bu
								14	Close Combat (overrun)	-	4k3	-	-
134	A-H	Panther G	Hvy Tank	12"	6k6/5k4/4k4	4k3	-	78	75mm Gun	48"	5k4	2x	Ex
4		Tough (+4)						2	<i>Extra Bite (+2)</i>				
								8	<i>Armor Piercing (+8)</i>				
								56	Hull MG 34 machine-gun	24"	3k2	3x	Bu
								56	Hull MG 34 machine-gun	24"	3k2	3x	Bu
								14	Close Combat (overrun)	-	4k3	-	-
138	A-H	Tiger Ausf E	Hvy Tank	9"	7k6/5k5/4k4	4k4	-	102	88mm Gun	LOS	7k6	2x	Ex
4		Tough (+4)						10	<i>Extra Bite(+2), Armor Piercing(+8)</i>				
								56	Hull MG 34 machine-gun	24"	3k2	3x	Bu
								56	Hull MG 34 machine-gun	24"	3k2	3x	Bu
								56	Co-axial MG 34 machine gun	24"	3k2	3x	Bu
								56	Co-axial MG 34 machine gun	24"	3k2	3x	Bu
								14	Close Combat (overrun)	-	4k3	-	-
96	A-M	STuG IV	Self Propelled Gun	9"	6k5/4k4/4k3	3k3	-	78	Main Gun (75mm) High Velocity	48"	5k4	2x	Ex
		PzIV hull						10	<i>Extra Bite(+2), Armor Piercing(+8)</i>				
								56	Hull MG 34 machine-gun	24"	3k2	3x	Bu
								56	Hull MG 34 machine-gun	24"	3k2	3x	Bu
								56	Co-axial MG 34 machine gun	24"	3k2	3x	Bu
								56	Co-axial MG 34 machine gun	24"	3k2	3x	Bu
								14	Close Combat (overrun)	-	4k3	-	-

QTY	PV	Type	Description	MV	Defense	MN	CR	PV	Weapon	Rng	AT	I-AE	AET
	60	A-L	SdKfz 251/C 1 Halftrack	12"	4k3	3k2	-	76	HMG 42 Heavy Machine Gun	36"	3k3	3x	Bu
								76	HMG 42 Heavy Machine Gun	36"	3k3	3x	Bu
								76	HMG 42 Heavy Machine Gun	36"	3k3	3x	Bu
								14	Close Combat (overrun)	-	4k3	-	-

United States Army Infantry - 1944

QTY	PV	Type	Description	MV	Defense	MN	CR	PV	Weapon	Rng	AT	I-AE	AET
	20	T	US Infantry Rifleman	9"	2k2	3k2	4"	28	M1 Garrand Rifle	24"	3k2	-	-
								4	Close Combat(knife/bayonet)	-	1k1	-	-
	20	T	US Infantry Rifleman	9"	2k2	3k2	4"	42	Browning Auto Rifle - BAR	24"	3k2	2x	Bu
								42	Browning Auto Rifle - BAR	24"	3k2	2x	Bu
								4	Close Combat(knife/bayonet)	-	1k1	-	-
	24	T	US Infantry Corporal	9"	2k2	3k3	5"	28	M1 Garrand Rifle	24"	3k2	-	-
								4	Close Combat(knife/bayonet)	-	1k1	-	-
	32	T	US Infantry Sgt.	9"	3k2	4k3	6"	24	Thompson SMG	18"	3k2	-	-
								4	Close Combat(knife/bayonet)	-	1k1	-	-
	54	C	US Infantry Lieutenant	12"	4k3	4k4	8"	24	Thompson SMG	18"	3k2	-	-
								4	Close Combat(knife/bayonet)	-	1k1	-	-
	64	C	US Infantry Capt.	12"	4k4	5k4	10"	24	Thompson SMG	18"	3k2	-	-
								4	Close Combat(knife/bayonet)	-	1k1	-	-
	20	T	US Inf Hvy MG Team Gunner	9"	2k2	3k2	4"	64	Browning .30 Cal HMG	30"	3k2	3x	Bu
								64	Browning .30 Cal HMG	30"	3k2	3x	Bu
								64	Browning .30 Cal HMG	30"	3k2	3x	Bu
								4	Close Combat(knife/bayonet)	-	1k1	-	-
	20	T	US Inf Lt MG Team Gunner	9"	2k2	3k2	4"	42	Browning .30 Cal LMG	24"	3k2	2x	Bu
								42	Browning .30 Cal LMG	24"	3k2	2x	Bu
								4	Close Combat(knife/bayonet)	-	1k1	-	-

32	Bazooka Anti-Tank Rocket	12"	4k3	-	-
<i>Armor Piercing</i>					
44	Hand Grenade Mark I	12"	3k3	3x	Ex

German Army Infantry - 1944

QTY	PV	Type	Description	MV	Defense	MN	CR	PV	Weapon	Rng	AT	I-AE	AET
	20	T	German Infantry Rifleman	9"	2k2	3k2	4"	26	KAR 98k Rifle	24"	2k2	-	-
								4	Close Combat(knife/bayonet)	-	1k1	-	-
24	T	German Truppführer (Cpl)	9"	2k2	3k3	5"	26	KAR 98k Rifle	24"	2k2	-	-	-
								4	Close Combat(knife/bayonet)	-	1k1	-	-
32	T	German Gruppenführer (Sgt.)	9"	3k2	4k3	6"	24	MP 40 SMG	18"	3K2	-	-	-
								4	Close Combat(knife/bayonet)	-	1k1	-	-
54	C	German Feldwebel (Lt.)	12"	4k3	4k4	8"	24	MP 40 SMG	18"	3K2	-	-	-
								4	Close Combat(knife/bayonet)	-	1k1	-	-
64	C	German Hauptmann (Capt.)	12"	4k4	5k4	10"	24	MP 40 SMG	18"	3K2	-	-	-
								4	Close Combat(knife/bayonet)	-	1k1	-	-
20	T	German Inf MMG Gunner	9"	2k2	3k2	4"	64	MMG 42 Med Machine Gun	30"	3k2	3x	Bu	
							64	MMG 42 Med Machine Gun	30"	3k2	3x	Bu	
							64	MMG 42 Med Machine Gun	30"	3k2	3x	Bu	
							4	Close Combat(knife/bayonet)	-	1k1	-	-	
20	T	German Inf HMG 42 Hvy Gunner	9"	2k2	3k2	4"	76	HMG 42 Heavy Machine Gun	36"	3k3	3x	Bu	
							76	HMG 42 Heavy Machine Gun	36"	3k3	3x	Bu	
							76	HMG 42 Heavy Machine Gun	36"	3k3	3x	Bu	
							4	Close Combat(knife/bayonet)	-	1k1	-	-	
20	T	German Inf LMG Gunner	9"	2k2	3k2	4"	42	LMG 34 Light Machine Gun	24"	3k2	2x	Bu	
							42	LMG 34 Light Machine Gun	24"	3k2	2x	Bu	
							4	Close Combat(knife/bayonet)	-	1k1	-	-	

32	Panzerschreck Anti-Tank Rocket	12"	4k3	-	-
	<i>Armor Piercing</i>				
44	Potato Masher Grenade M24	12"	3k3	3x	Ex

British Army Infantry - 1944

QTY	PV	Type	Description	MV	Defense	MN	CR	PV	Weapon	Rng	AT	I-AE	AET
	20	T	British Infantry Rifleman	9"	2k2	3k2	4"	28	Lee Enfield SMLE	24"	3k2	-	-
								4	Close Combat(knife/bayonet)	-	1k1	-	-
24	T	British Infantry Corporal	9"	2k2	3k3	5"	28	Lee Enfield SMLE	24"	3k2	-	-	-
								4	Close Combat(knife/bayonet)	-	1k1	-	-
32	T	British Infantry Sgt.	9"	3k2	4k3	6"	26	Sten MK2 SMG	18"	3k3	-	-	-
								4	Close Combat(knife/bayonet)	-	1k1	-	-
54	C	British Infantry Lieutenant	12"	4k3	4k4	8"	26	Sten MK2 SMG	18"	3k3	-	-	-
								4	Close Combat(knife/bayonet)	-	1k1	-	-
64	C	British Infantry Capt.	12"	4k4	5k4	10"	26	Sten MK2 SMG	18"	3k3	-	-	-
								4	Close Combat(knife/bayonet)	-	1k1	-	-
20	T	British Inf Lt MG Team Gunner	9"	2k2	3k2	4"	42	Bren Gun LMG	24"	3k2	2x	Bu	
								42	Bren Gun LMG	24"	3k2	2x	Bu
								4	Close Combat(knife/bayonet)	-	1k1	-	-

British Commandos

QTY	PV	Type	Description	MV	DF/DF	MN	CR	PV	Weapon	Rng	AT	I-AE	AET
e													
42	E	British Commando	Sole Survivor, Stealthy, Bushwacker	12"	3k3	4k4	6"	26	Sten MK2 SMG	18"	3k3	-	-
15								8	Close Combat(knife/bayonet)	-	2k2	-	-
54	C	British Commando Sniper	Sole Survivor, Stealthy, Bushwacker, Sniper	12"	4k3	5k4	6"	34	Lee Enfield SMLE (modified)	24"	4k4	-	-
27									3 Sniper Scope(extra 12" range when target in open (36"))				
								6	Close Combat(knife/bayonet)	-	2k2	-	-

I SEE LEAD PEOPLE

A column about Miniatures

By Dances

World War II Armor.

Well if you read the editorial you know that we now have a couple of advertisers on board. So what will become what we hope is a lot of content for this column is a review of products from our advertisers. Now I hear you, how biased can these reviews be if they are about companies that advertise in *The Remnants*? I assure you that they will not be biased or slanted in any way.

With that out of the way, let's start off this article with a review of a couple of models from one of our advertisers AFAD, otherwise known as All Fronts Armor Depot.

<http://afad.homestead.com>

Now if you haven't heard about AFAD and you play 28mm World War II, then go check out the web site.

First what is AFAD? AFAD is run by Joe Conejo out of Lantana Florida. Joe is a big war gamer, and he runs this business right out of his home. He is a veteran of the Viet Nam war and from time to time Joe has some health problems. He tries to make as many historical conventions as he can, which will sometimes leave his e-mails unanswered.

There has been some talk about AFAD and Joe's business practices. The models that Joe makes are resin copies of altered out of production models. These resin castings are not museum quality! These are meant for gaming, not for displays or dioramas. The price is cheaper than most alternatives that are out there, but after a little bit of cleanup and some painting, they look just fine.

Prices start around \$11.00 USD for a smaller piece and with rare exception go over \$18.00.

Of course you will find a few models that are higher priced, and his line of accessories and building are most over \$20.00

Enough with who and what AFAD is, let's move on to the first review. For my first review I will start with a fairly common tank, the German Pzkiv F with a long 75mm gun. I picked this model up at my local store for \$17.00 USD.



Model as purchased.

So opening up the package the first thing that jumped out right away was the fact that the barrel was not straight. No trouble, a quick e-mail to Joe and his reply was to soak the turret in warm water and then gently try to straighten the barrel out, he also said that if it broke to e-mail

him and he would ship me another one at no charge. Speaking with another modeler of AFAD armor I was told just remove the barrel and replace with an appropriate sized metal tube and glue the suppressor on the end.

The second problem I noticed was that when the turret is cast, a wire is inserted into the barrel to help keep it straight, but this wire was sticking out the end. No problem, a wire cutter handled that chore.

Looking at the turret itself, the casting was a little rough, but I figured what tank goes through its life without some damage. This I left, but the hull and the treads needed some cleanup work.



A view of the tank, you can notice the crooked barrel.

Some resin needed to be trimmed from the treads and sanded smooth. The hull had a few rough spots as well that needed some filling with putty for spots that the resin did not fill. But again, I thought once painted these will not be so visible.

The treads themselves have some lack of detail, and in the space between the road wheels and the treads, you will notice that the resin collects in chunks. Painted with black and browns I plan on making this look like mud. The other thing to point out is that all hull mounted machine guns are not molded into the hull. The mounts are there but the recommendation is to drill out the mount and insert a carpenter's nail for the machine gun barrel.



Side shot showing the buildup around the road wheels.

So once the cleanup was done, I assembled the treads to the hull with crazy glue and once dry I was off to the priming area. After a couple of coats of flat black, I was ready for the first coat of finish paint. I choose to paint this Panzer Grey and the first two coats were applied by a large brush. I had to recoat some of the treads as I accidentally painted some grey onto the upper treads and onto the road wheels. Once the base color was on, I went onto the markings. I hand painted the cross on the sides and back, this was done in white followed by the black. After that I painted the unit number on the sides of the turret, and I chose red with a white outline for that and again hand painted the numbers.



Here is a look at the almost completed paint job, weathering has started but not been completed at this stage.



Another shot showing some of the detail on the top side of the tank.

You will notice that I did not attempt to straighten the barrel of the gun at this point. Again this is a gaming piece and not a show model so I elected to go with the fastest way to complete the tank.



A close up of the finished tank with weathering.

The close ups of the tanks show some of the rough surfaces that I did not cleanup, as I was rushing to get it ready for this issue. But then no tank saw combat looking like it just rolled off the assembly line.



This shot shows the road wheels very clearly and how it casted up looking like mud.



Nice shot of the front including the additional tracks.

So that brings this article to a close, stay tuned for more reviews as I get them completed.



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FICTION

Betrayal of an Assassin

(BoneCrusher's Story)
by Phillip Hartzog

Here I was again, sitting in ambush waiting for my prey to appear. Something I had done many times in the past. I thought I had left this all behind me, but Don Carlos had different plans.

"Crusher, so good of you to attend me on such short notice." he had said to me in his Sicilian draw.

"Of course I would Don Carlos, anything for you. You gave me the chance to be your Capo, and for that I am eternally grateful."

"So true, Crusher, but it isn't for your administrative or promotional abilities that I have called you here for today. Capish?"

"Don Carlos, you know I haven't 'worked' in over a year, I'm sure an active Cleaner would be better able to serve you. I would be afraid that I might fail you."

"Ah Crusher, such modesty, but I have confidence in your talent. And unfortunately, I must strike quickly, and secretly. I can not risk Frankie finding out that I am on to him by following the normal channels and bringing a Cleaner up for the job."

I thought before I spoke again. Frankie Five Toes was Carlos's nephew, and was believed by many to be the favored to succeed as Don of the Gambrini Family when Carlos retired. Frankie must have decided to inherit early, and Carlos got wind of the plan. However with Frankie's allies deep in Carlos's network the Don would only be able to hire a Cleaner by calling in one of his Capos for an emergency business meeting,

one who happened to be a former Cleaner, and give him the job. That is if you wanted to do it without tipping your hand.

Don Carlos nodded his head. "I see you have worked it out in your own head. I am sorry my friend I have no choice. I hope you understand that I would not ask this of you lightly." He said as he handed me the file, the file that would contain all the info on Frankie, his schedule, his bodyguards, his vices, and many other things that often didn't matter, but sometimes made the difference in success or death. "And one more thing Crusher, I have been informed that he plans to move in 3 days so you must work fast."

So here I stood in an ally, 2 days later at what was the only decent location to take out Frankie. He went to Spartacan's, his favorite Greek restaurant, every Tuesday for lunch. Since it was a walk-in location he would have to walk from his car to the restaurant, and then back later. The crowd was too thick when he went in, but not too thin when he would come out again. I had cased the joint the day before and had chosen my spot. I had to avoid being anywhere in the area when Frankie and his bodyguards went in, just to avoid any chance of tipping them off. Odds are that they wouldn't spot me, or even be looking for me since my cover was that I had gone down to New Miami on business for Carlos. However, good enforcers keep their eyes open all the time, and if one recognized me they would immediately think assassination. Even though I was retired the rep stayed with me. Usually this was a good thing, as a Capo intimidation was a useful tool. But I had not missed the Cleaning

business; it bred a level of paranoia that I had been glad to leave behind me.

The last two days had started to bring it back though, and I had brought out all my old gear. Ameruzi Machine Pistols, Panorama Vision Plus Goggles, and a new prototype Infiltrator Holo-belt courtesy of a ShockForce Research Tech that couldn't pick a winning DemonBall Team out of a field of one. It wouldn't hold up to scrutiny, but for a few seconds it could give a very convincing image. It should be enough to get me into position to nail Frankie, and then escape in the confusion. Most Cleaners were trained for either long range or close up work. I was the exception in that I worked at a medium range, with the ability to do close up work if called for. I had positioned myself so I could do either, depending on how Frankie and his enforcers went back to the car. Now if I were a Bullet, long range Cleaner, I would be sitting up on that building...

There was another Cleaner on that building. Carlos would never have sent a backup; it just wasn't done without consulting with the primary. No, if he was here for Frankie he would be up higher; this guy was positioned to take someone out that would be moving towards Frankie from my position. Perhaps someone was moving in close to make a hit because Frankie had too many shields to do it at range.

Right on cue Frankie's Enforcers started to exit the restaurant. There was at least double what he should have even if he was planning on making a move. I had been set up, but why? No time to worry about that now. I had to get out of there, the sensible move, or....

Would it work, maybe? If I left they would know I was onto them and then I would have to face renewed attempts, possibly immediately if backup hit teams were on call. With my goggles I was sure that the Cleaner on the roof would not know I had spotted him, unless I spooked and ran. I thought about whom could be on the roof. Since he would be trained as a Bullet it would have to be Giggles; he would be the only one

Carlos would trust to do it and could give the job without my getting wind of it. If it was Giggles then my idea just might work.

I started moving toward Frankie, adjusting my holo-belt so that I would look like one of the outlying enforcers I had just recorded. I then set the image so it would be uni-directional as I made my approach. My timing had to be just right; I could feel my adrenaline pumping and I calmed myself to keep the proper pace. As I moved out of the crowd toward the huddle of Enforcers surrounding Frankie I activated the hologram so that his bodyguards would think I was one of them returning to report. It worked perfectly because they parted just enough to give me a line on Frankie.

I had been counting as I walked and watching a split scene on my goggles, one of Frankie and one of Giggles. One more step and I would be in the sure kill zone. I knew this, as did Giggles. As I made that step I hit the 5-second image delay button on the holo-belt and hit the ground spinning and drawing my guns. What Giggles saw was me still walking forward and a clear shot at the back of my head, which he took.

What Frankie's Enforcers saw was a bullet flying into the back of a fellow Enforcer's head, and him falling forward. What Frankie saw was the bullet pass through his Enforcer's head and hit him at the base of the neck, where it exploded. Of course his bodyguards saw this too and were already drawing and firing toward the roof top as I was emptying my machine pistols into the greatly astonished Giggles, who had actually stood up when he realized his bullet meant for me had nailed Carlos's favorite nephew.

I'm fairly sure my bullets nailed him, but it was a moot point since every one of Frankie's Enforcers was firing on full auto at their boss's assassin. All there would be left would be a pile of lead when they were done unloading their guns. I took that opportunity to drop a smoke grenade and make good my escape in the confusion, making sure Frankie was dead of course.

Carlos read the dispatch handed him by his Enforcer as he walked into his secure suite. Frankie had been assassinated. Against three dozen bodyguards and a Bullet stalking him, BoneCrusher had still taken out Frankie. Carlos steadied himself on a nearby marble table in his grief. His only consolation was that it had worked; the dispatch said the Cleaner responsible had gone down under a sheet of lead rain. Of course they wouldn't have identified him as BoneCrusher yet, especially since the dispatch stated there wasn't much of the Cleaner left. But it had to be BoneCrusher. Carlos pounded the table in a fit of rage, almost breaking it even though it had been designed for just such abuse.

"Those bastards will pay for making me sacrifice Frankie, one day I will make them pay". Carlos said out loud.

"Make who pay Carlos?" I said as I walked out from behind the bedroom door, my guns leveled at Carlos's chest.

Carlos was too stunned to speak. "Wondering how I got in here Carlos? Wondering how I'm even alive? Perhaps I'm not and my ghost has come back to take its vengeance." I grinned at him as I walked over to the door and hit the 'do not disturb' code, never once letting my guns leave his chest.

"Of course I had forgotten that you designed my security system BoneCrusher," said Carlos finally recovering from the shock. "I guess the bigger question is how you survived the ambush I set up." He said this as he started shuffling toward the drawer which until a few minutes ago had held a rather large caliber gun.

I let him reach for the drawer before I moved. By the time he realized it was empty I had

slammed the drawer closed on his hand and knocked him to his knees. His wrist was almost certainly broken, but that was the least of his worries. I put my guns away as I started to work him over, letting my anger seep out in the violence.

"Now Carlos, I asked you a question. Perhaps if you answer it I'll answer yours. Perhaps I won't kill you in quite so painful a manner."

Carlos had been a tough nut to crack, but when you can crush bones, nuts are a snap. Unfortunately, I was sure that whoever took over the Gambrini Family next would recognize my handiwork. The price of fame I guess. I would have considered seeking the protection of a rival Don, but Carlos had relayed that I would find no comfort in the arms of the Organization anymore.

The order for my termination had come from a higher source, one who even the Dons obeyed when it commanded. Carlos hadn't been able to tell me more about this mysterious force, either he didn't know or had been psycho-conditioned not to reveal it. The reason for the set-up, instead of a straight up hit, was to make it look like I had turned against Frankie on my own. That way Carlos could but someone else over DemonBall gambling, with minimal fuss from the organization I had put in place. Someone to be picked by the higher source.

So no it looks like I'm going to have to be paranoid for some time to come. I think its time to call up those GFPN boys and finish those discussions about a Professional League contract. Yes I think it's time to take DemonBall out of Atlantic City, and take it Inter-Factional.

DEMONBALL

By Bonecrusher

How to build a Skank

The Scarlette Skanks is one of my favorite DemonBall teams. Conceived of while listening to Southern Culture on the Skids and Mojo Nixon, they are the comical white trash, trailer park version of the Scarlet Brethren. However with the demise of the Southern Bell in ShockForce 2nd Edition, I figured I would have to create them as an independent team. But I decided to give the rule book a look first before I wrote them up from scratch. Reading the Brethren army list I remembered that Deliverers are now basic troops, and it clicked in my head – the Skanks could be Deliverers. I had to envision them without the cloaks and hoods to make the leap (the teams is made using Southern Belle models), but once I did, the Deliverers fit my mental image of the Skanks better than the Southern Bells did. Skanks are tough, mean and you should be as afraid of meeting them in a dark alley as much as facing their Big Freaking Guns (BFGs).

Once I chose the Deliverers as the base, it was time to decide what to make my captain. I wanted Scarlette to be tougher than a Deacon, but she by no means fits the profile of a Pure, Pontificator or Visionary. Then I saw the Chaste, and they could be added to a Deliverer cell as a leader. While only an elite trooper, the Chaste was tough enough, plus having Scarlette a Chaste fit my ironic sense of humor.

Because the Chaste is an Elite I didn't need to tone down any stats, but Inspiring Example and Butthole Sergeant are tweaks that affect routing so they were not applicable to DemonBall and were removed from the cost. I chose the Santizer Plasmagun attack as the best fit for her two BFGs (less range for 2x Burst area affect),

and Hammer of Justice (her Handbag) as her CC attack. With the required Expunger Grenades her total came up to 171 points.

Sissie made a natural co-captain choice, so I made her a Deacon with an Anoiter Needle Rifle as a BFG. With Combat Training and Expunger Grenades she came out to 122 points (293 points subtotal).

Since one of the old belles had a grenade launcher, I decided to buy her as a Skank with Antithesis Grenade Launcher (GL), which with Combat Training (Dirty Fightn') made her 81 pts. A Skank with an Anoiter Needle Rifle (BFG) was 73 points. I decided to add 2 of each version to the base team (I am using two Southern Belle packs to construct the team). This gives me a six member team for 601 points. With 149 points left I can only purchase two subs. So I decided to go with one of each Skank version as subs, even though I don't have another grenade launcher armed Belle, but they are the most likely to bite it since they have a shorter range. As subs they cost 71 and 63 points each, which brought my total to 735 points, giving me 15 points to spend on tweaks. Ballsy seemed the perfect tweak for a Skank (my ironic sense of humor again), so I decide to buy it for all 8 team members, bringing the total to 743 and leaving me 7 points which I decide to spend on my captain Scarlette. Tough at 4 points is a good choice to keep her alive (I add the bonus to the stat so her defense is listed as 5k3 instead of 4k3 that is in the rulebook for the Chaste), and with 3 points left I decide to go with Charmed for the same reason. The Scarlette Skanks are now a team to contend with.

Scarlette Skanks
(750 points)
Pre-season Record: 2 wins and 1 loss
IFL-East Record: 0 wins and 0 losses

Player	Pos	Mv	Df	Mn	CR	Notes	Weapon	Rg	Av	AE	Notes
Scarlette (179pts)	C	12"	5k3	5k4	6"	<i>Charmed,</i> <i>Tough,</i> <i>Ballsy</i>	Handbag (HoJ) Grenades 2 BFGs (SP)	- 12" 24"	3k2 3k3 4k3	3x 2x 2x	CC, MP <i>Ex</i> <i>Bu</i>
Sissie (123pts)	CC	12"	3k3	4k3	6"	<i>Ballsy</i>	DirtyFightn' (CT) Grenades BFG (ANR)	- 12" 30"	3k2 3k3 3k3	2x 2x -	CC <i>Ex</i>
2 Skanks w/GL (82pts ea)	TM	9"	3k2	3k3	-	<i>Ballsy</i>	DirtyFightn' (CT) GL (AGL)	- 18"	3k2 4k3	2x 2x	CC <i>Ex</i>
2 Skanks w/BFG (74pts ea)	TM	9"	2k2	3k3	-	<i>Ballsy</i>	DirtyFightn' (CT) BFG (ANR)	- 30"	3k2 3k3	2x -	CC
Skank w/GL	Sub	9"	3k2	3k3	-	<i>Ballsy</i>	DirtyFightn' (CT)	-	3k2	2x	CC

Note: Pos C = Captain – Figure Type is Elite – Pos CC = Co-Captain – Figure type = Elite

Note: Pos TM = Team mate – Figure Type = Trooper – Pos Sub = Substitute – Figure Type = Trooper



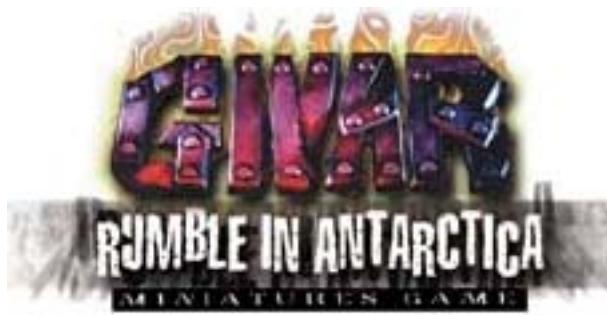
DemonBall; Get in on the Action!

GWAR

Gwar Army Lists

By Avery Stempel

Our first article on the Gwar:Rumble in Antarctica game brings you some stats from an enthusiast that wanted to create some stats for figures that were not included in the rulebook. (editor)



CARDINAL SYN

Cardinal Syn is the ultimate ruler deity of the known universe with who The Master and his Scumdogs are eternally at war. He is the robotic embodiment of all that is oppressive, censoring, and dogmatic. He and his minions lead with an iron boot and flaming missiles. It is Cardinal Syn who dictates when and where the Nuns Templar and Deacons of Dogma strike; it is in His name that they wreak holy righteous destruction upon the dastardly sinners across the universe. It is only upon the worst sinners, the most heinous of free thinkers, and the wickedest of party throwers does the Cardinal himself descend to unleash his wrath. Gwar and the various other minions of The Master generate the worst of Cardinal Syn's vengeance.

Sleazy P. Martini

Sleazy is the manager and crack provider for the rock group Gwar. Sleazy discovered the Scumdogs deep in a magic induced slumber hidden away in a cave in Antarctica while

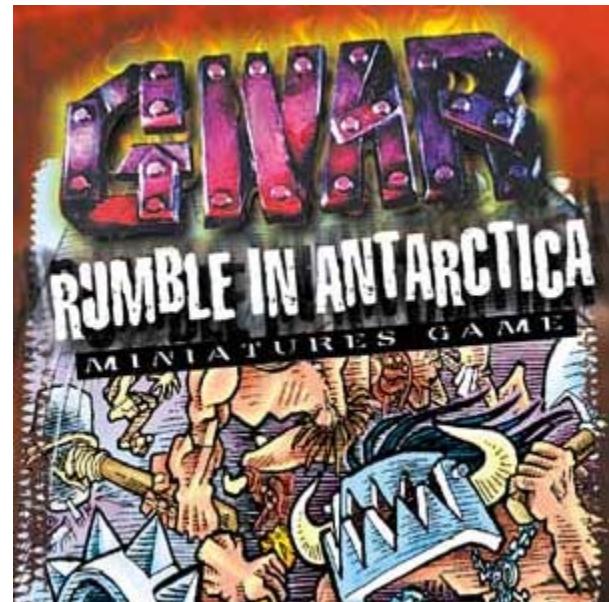
fleeing from the persecution of the Morality Squad. Sleazy is a mere mortal (though saturated with enough crack-cocaine to kill a small village) and hence does not have the survivability of the other members of Gwar. [authors note: this point I went back and forth over. While the Gwar rule book specifically states that Sleazy is a special, and hence not allowed any Hero Points, I felt that he should still be able to take a licking and keep on kicking in style, so feel free to buy a few Hero Points using the WarEngine rules posted in the Shockforce Second Edition Rulebook-don't forget to increase his value when doing this though...]

Bozo Destructo

The mythos surrounding Bozo-Destructo are vague, contradictory and downright unclear; is he in fact Techno's twin, sent along with him in search of Gwar, or is he some crack and alcohol induced hypothetical manifestation of Gwar's collectively disturbed unconscious? No one knows for sure. What we do know is that he appears seemingly from out of no-where to wreak havoc and then fades mysteriously back into the shady depths from whence he arose. Play Bozo as if he were a dream construct fighting in some vastly complicated Gwar nightmare-fantasy, or as some physical being fighting alongside who-ever promises to create the most mayhem... the choice is yours... As Bozo is supposed to be Techno's twin, their stats are nearly identical... with one obvious exception, instead of a giant claw; Bozo wields a massive meat tenderizer he uses to pummel his foes into MSG-based byproducts.

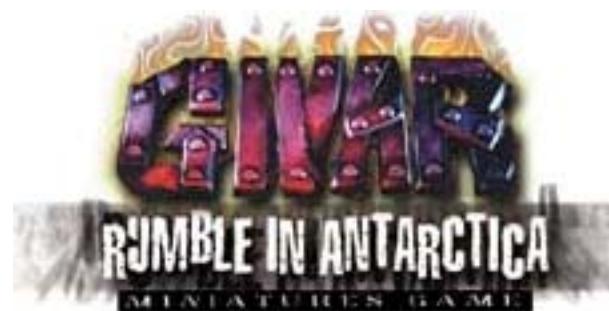
Robo-Sleazy

Robo-Sleazy is a cybernetically created artificially intelligent construct of Techno Destructo. Techno Built Robo-Sleazy in an attempt to try and trick Gwar into helping Techno take over the universe after loading them with so much crack that they couldn't tell the difference between their road manager and a cheap metal replacement. Gwar breaks out of the drugged stupor sooner than Techno anticipated due to their enormously high tolerance levels and all out chaos ensues. Techno's superior shop skills actually carried off a realistic likeness of the real Sleazy, with some upgrades, hence Robo brings dual built in Uzi's to battle with him, as well as his servo-enhanced iron fists, and deadly laser eyes. Robo-Sleazy can only be taken as a character if Techno-Destructo is also in the rumble. Robo-Sleazy is a tough to destroy type character built from the most durable pieces of scrap that Techno could find lying around so he is more resilient then the real Sleazy.



Slymenstra Kali

Slymenstra uncovers a hidden supply of Space-Ice Dust and, thinking it merely cocaine, sniffs the entire cache in a single snort. The Space-Ice unlocks the deity within her and she becomes the all creative all destructive form of Slymenstra Kali. While retaining some of her normal powers she grows in form and terror. Flames erupt from her footsteps and the very Earth trembles with her tread. Kali Slymenstra creates the Gor-Gor egg and holds the rest of Gwar off from trying to eat the fledgling dino. Kali-Slymenstra is not wholly unlike a god, and thus her amazing powers of destruction can be unleashed to wreak havoc on whole civilizations in the blink of an eye.
(How Slymenstra actually changes herself into the creative destructor goddess Kali is a mystery so I took some of my own liberties in creating the background for this character)



CARDINAL SYN

23 Hero Points - Total Points 307

QTY	PV	Type	Description	MV	DF	MN	CR	PV	Weapon	Rng	AT	I-AE	AET
1	115	C	Cardinal Syn	18"	6k5	A	10"	33	Fist of Righteousness	-	5k4	-	-
			<i>Unwieldy, Butthole, Regeneration</i>						Swipe of Glory (<i>Multiprofiled</i>)	-	4k3	3x	CC
								29	Stomp of Penitence	-	6k5	-	-
									Inquisition's Kick (<i>Multiprofiled</i>)	-	4k4	2x	CC
								60	Blast of Devotion	LOS	5k4	-	-
								70	Final Judgement (<i>Soul Suck</i>)	LOS	5k4	-	-

Sleazy P. Martini

0 Hero Points - Total Points 167

QTY	PV	Type	Description	MV	DF	MN	CR	PV	Weapon	Rng	AT	I-AE	AET
1	61	S	Sleazy P. Martini	12"	4k4	4k3	8"	8	Brass Knuckles	-	2k2	-	-
			<i>Slippery, Scrounger</i>					32	Uzi	24"	4k3	-	-
								32	Uzi	24"	4k3	-	-
								34	Pusher	6"	5k4	-	-

Bozo Destructo

0 Hero Points - Total Points 120

QTY	PV	Type	Description	MV	DF	MN	CR	PV	Weapon	Rng	AT	I-AE	AET
1	71	C	Bozo Destructo	12"	5k5	3k3	6"	18	Tenderizer	-	5k4	-	-
			<i>Slippery,Dodge, Bushwacker</i>					10	Boots to da hed'	-	3k2	-	-
								21	Toss da Hamma	12"	4k4	-	-

Robo-Sleazy**15 Hero Points - Total Points 204**

QTY	PV	Type	Description	MV	DF	MN	CR	PV	Weapon	Rng	AT	I-AE	AET
1	78	C	Bozo Destructo	9"	6k5	A	-	14	Iron Fist	-	4k3	-	-
								32	Built in Uzi	24"	4k3	-	-
								32	Built in Uzi	24"	4k3	-	-
								48	Laser Eyes	42"	5k4	-	-

Slymenstra Kali**21 Hero Points - Total Points 288**

QTY	PV	Type	Description	MV	DF	MN	CR	PV	Weapon	Rng	AT	I-AE	AET
1	107	C	Slymenstra Kali	12"	6k5	A	10"	14	Flames of Destruction	-	4k3	-	-
			<i>Obvious, Frenzied, Regeneration, Slippery</i>					36	Chalice of Blood (<i>Terror</i>)	12"	4k4	-	-
			<i>Tough</i>					57	Breath Fire (<i>Scorch</i>)	12"	4k4	3x	Bu
									Breath Fire (<i>Targeted</i>)(<i>Multiprofiled</i>)	42"	5k4	-	-
								74	Visage of Creation (<i>Soul Suck</i>)	LOS	6k5	-	-



LAW ENFORCEMENT WAREENGINE

by Dances with Emutants

Modern Law Enforcement Gaming

There have been a lot of new miniatures that have recently come out that are targeted toward current day miniatures focusing on Law Enforcement. Police and SWAT figures have been available from a few sources such as The Foundry <http://www.wargamesfoundry.com> which has the Street Violence range. Then we have Copplestone Castings <http://gisby.org/copplestone.htm> and their Future Wars line of miniatures. And as I have reviewed previously we have Tactical Miniatures <http://www.tacticalminiatures.com/> and their SWAT and High Tech criminal lines, of which I hear they will be expanding soon. Also there is Devil Dog Design <http://www.devildogdesign.com/home.htm> which has a sneak peak at their soon to be release Urban Assault line. So as you can see there is a growing demand for these types of figures and rules to play with them.

Which is were the WarEngine comes in so nicely, especially since you have seen the World War II conversions, it is a simple thing to move into Law Enforcement, and of course the next logical step would be modern warfare, but that's left for another issue in the future.

Anyway, the idea for these lists started with someone you may be familiar with by now, Jason Wilsey, who has a Law Enforcement scenario in this issue. He got this thing going so I have to give him credit for the foundation of these army lists. He has provided input for this process and everything has been bounced off of him.

At this time I would like to point out that there is a Yahoo Group that is dedicated to Law

Enforcement gaming. Of course I am a member of this group and while it is not a real active group, there is enough information there to make it worth your while to check out. They are known as the Shots_Fired · Law Enforcement Skirmish Gaming and they can be located at http://groups.yahoo.com/group/Shots_Fired/

Enjoy the lists!

Shockforce Warehouse



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Maintained by: [imgreedy2](#)

SWAT Teams

QTY	PV	Type	Description	MV	DF	MN	CR	PV	Weapon	Rng	AT	I-AE	AET
	46	C	SWAT Captain	9"	3k3	4k3	8"	51	M4A1 - Auto Rifle	30"	3k3	2x	Bu
								24	Pistol	18"	3k2	-	-
								10	Combat Training	-	3k2	-	-
	52	C	SWAT Sniper	9"	3k3	4k4	4"	38	Sniper Rifle	30"	4k4	-	-
	14		<i>Sharp Shooter, Sniper</i>					3	<i>Sniper Scope</i>	42"			
								24	Pistol	18"	3k2	-	-
								10	Combat Training	-	3k2	-	-
	38	E	SWAT Entry Team	9"	4k3	3k2	6"	36	MP5 - 9mm SMG	18"	3k2	2x	Bu
								34	Flashbang	6"	3k3	3x	Ex
								-5	<i>FlashbangGrenade</i>				
								10	Combat Training	-	3k2	-	-
	30	E	SWAT Assault Team	9"	3k3	3k2	4"	51	M4A1 - Auto Rifle	30"	3k3	2x	Bu
								24	Pistol	18"	3k2	-	-
								10	Combat Training	-	3k2	-	-

Police

QTY	PV	Type	Description	MV	DF	MN	CR	PV	Weapon	Rng	AT	I-AE	AET
	42	C	Police Lieutenant	9"	3k2	4k3	8"	24	Pistol	18"	3k2	-	-
								10	Combat Training	-	3k2	-	-
	30	T	Police Sergeant	9"	3k2	3k3	6"	24	Pistol	18"	3k2	-	-
								8	Baton / flashlight	-	2k2	-	-
	22	T	Patrolman	9"	3k2	3k2	-	24	Pistol	18"	3k2	-	-
								8	Baton / flashlight	-	2k2	-	-

Terrorists

QTY	PV	Type	Description	MV	DF	MN	CR	PV	Weapon	Rng	AT	I-AE	AET
	46	C	Terrorist Leader	9"	3k3	4k3	8"	51	M4A1 - Auto Rifle	30"	3k3	2x	Bu
								24	Pistol	18"	3k2	-	-
	48	C	Terrorist Sniper	9"	2k2	4k4	4"	35	Sniper Rifle	30"	5k2	-	-
	14		<i>Sharp Shooter, Sniper</i>					3	<i>Sniper Scope</i>	40"			
								4	Knife	-	1k1	-	-
	4	T	Terrorist - Green	9"	2K1	2k2	0"	33	MP5 - 9mm SMG	18"	2k2	2x	Bu
	-8		<i>Flaw - Trigger Happy, Poorly Trained</i>					4	Knife	-	1k1	-	-
	14	T	Terrorist Trooper	9"	2k2	3k2	0"	51	M4A1 - Auto Rifle	30"	3k3	2x	Bu
	-4		<i>Flaw - Trigger Happy</i>					40	Grenade	12"	3k2	3x	Ex
	28	E	Terrorist - Elite	9"	3k2	3k3	4"	36	MP5 - 9mm SMG	18"	3k2	2x	Bu
								40	Grenade	12"	3k2	3x	Ex
	28	E	Terrorist - Elite - RPG	9"	3k2	3k3	4"	76	RPG	24"	4k4	3x	Ex
								-6	<i>Slow Reload</i>				
								36	MP5 - 9mm SMG	18"	3k2	2x	Bu
	28	T	Terrorist - Suicide Bomber	9"	2K1	3k3	0"	60	Suicide Vest	-	5k5	3x	Ex
	40	L	Terrorist - Car Bomb	18"	3k2	3k2	0"	66	Car Bomb	-	6k5	3x	Ex
								12	Overrun	-	3k3	-	-

Criminals

QTY	PV	Type	Description	MV	DF	MN	CR	PV	Weapon	Rng	AT	I-AE	AET
	46	C	Criminal Leader	9"	3k3	4k3	8"	45	AK-47 Assault Rifle	24"	3k3	2x	Bu
								22	Pistol	18"	2k2	-	-
	4	T	Criminal - Green	9"	2K1	2k2	0"	22	Pistol	18"	2k2	-	-
	-4		<i>Flaw - Poorly Trained</i>					4	Knife	-	1k1	-	-
	16	T	Criminal	9"	2k2	3k2	4"	22	Pistol	18"	2k2	-	-
								4	Knife	-	1k1	-	-
	22	E	Criminal - Elite	9"	2k2	3k2	4"	36	MP5 - 9mm SMG	18"	3k2	2x	Bu
								40	Grenade	12"	3k2	3x	Ex
	18	T	Gang banger	9"	2k2	3k2	-	18	Smitty/Westhall Revolver	12"	2k2	-	-
								4	Knife	-	1k1	-	-
	18	T	Biker	9"	2k2	3k2	-	36	Shotgun	18"	3k2	2x	Bu
	4		<i>Tough</i>					15	Cycle Chain	-	3k2	2x	CC

FICTION

The Heart of a Windrider

By Dances with Emutants

“Beastmaster. All is set; we are ready for your signal.” The scout’s report brought Dances back to the matter at hand, the attack on the Shock Force convoy.

“Yes, it is time,” said Dances. “Pass the word, we strike at my signal.” He wondered how many of his tribe would die this day, for no matter how well thought out the plan, how carefully executed the attack; some braves inevitably lost their lives. That was the part he hated the most. *Existence*, he thought to himself, *there must be a better way to exist than this. Someday, the wars will be over; someday, peace will reign over this wretched land.*

Then another Windrider nudged him.

Dances cried out, spurring his mighty braves with the battle call of a thousand generations, then watched as the mass of bodies rushed to the attack.

* * * * *

“Beastmaster, we did good!” Said Lone Wolf. “We will bring back many supplies, guns, and ammo. Chief Black Rain will be proud today.”

Dances forced a weak smile. “Yes, much success today Lone Wolf. The gods have smiled on us this day,” then pausing, “How many braves did we lose?”

Lone Wolf answered, “We only lost two braves, and one emutant.”

“Good, gather their belongings, and bring the bodies back, we must leave nothing behind.” Said Dances. *There must be a better way.*

After the war party picked all that was salvageable from the blood-strewn field, they returned home. As they neared the tribe’s encampment, a crowd began to gather - eager faces, anxious to see what goods could be added to family possessions. *How cold their countenances, caring for nothing other than the thrill of the hunt, the smell of victory.*

Dismounting, Dances whispered into the ear of his emutant, Howling Wind, and off to the pen he ran, leaving Dances alone with the belongings of the two lost braves in his hands. *What a waste.* He dismounted and turned for Chief Black Rain’s hut.

As he approached, Dances spied the chief standing outside his hut, the wives and children of the fallen braves gathered next to him. Falling to one knee, he bowed his head. “Mighty chief, we have been successful today, but we grieve for the fallen, for today we have lost Windy Lake and Hissing Snake.”

As Dances spoke, he presented Windy Lake’s belongings to the broken widow and said, “Little Petal, I have failed to return to you your beloved Windy Lake. He died a mighty brave. Feel proud to know that he died while aiding our tribe, I am sorry.” Then he turned to Falling Rain and repeated the same words for the deceased Hissing Snake. Forcing himself to ignore the cries of the children, Dances collapsed to both knees, asking the chief for forgiveness.

Black Rain spoke, “Rise Dances with Emutants, for this day is a triumph. Though we have lost two brave warriors, we will avenge them in time. Now we have more than before, we are better prepared. You have done well. Go back to your hut and rest. Tonight we feast in your honor again.”

Slowly Dances rose, careful not to meet the eyes of either maiden. He turned to walk back to his hut.

Once there, he was greeted by his faithful dog, Akanda, who was always happy to see him, but had a sense for knowing when Dances was ready to play, and when not. Today Akanda retreated to a corner of the hut and lay down; his favorite toy snuggled close beside him.

Dances nodded to Akanda and dropped to the floor of the cramped hut. *Another day, another battle, another death.* He closed his eyes as sleep enveloped his body like a black cloud. *What a waste. Someday Akanda, someday...*

His eyes snapped open. What was that noise? Dances sat up, listening intently to the darkness. Suddenly, pins shot up the middle of his back and his blood turned to ice. The wolves – they always howled when danger approached. Barely slowing to crash through the door, he sprang from the hut yelling, “To arms! To arms! We are under attack! Quickly, braves assemble, Windriders to your mounts!”

The camp sprang to life. No one challenged Dances senses, for he had saved them many times before. How, they were never sure, but they were always thankful.

With a whistle, Howling Wind stood ready for Dances, “Good boy.” as he rubbed his mount’s neck. With a glance, he mounted. “Windriders, to me,” Dances called as he headed out of the encampment in the direction of the impending attack. There were nine other Windriders following Dances as they rushed out.

Charging into the darkness Dances almost missed the Eliminator, but he was moving too fast to do anything, and before he could completely turn Howling Wind around, the next two Windriders were down. Screaming a war cry, Dances headed toward the MicroTel Eliminator with his electrolance ready to strike.

The Eliminator was caught off guard; he turned to see Dances’ lance and slipped to the side so the lance only clipped his arm. As Howling Wind moved past the MicroTel soldier, Dances let go of his lance, and slipped off the back of Howling Wind doing a backward somersault while drawing his knife.

The Eliminator was still reeling from the blow and could not draw a bead on Dances with his needle rifle, instead, swinging around the butt of his gun. Moving to his right, the blow landed on the Windrider’s shoulder. The MicroTel soldier had committed himself; Dances had the opening he needed and drove the knife deep into the chest of the Eliminator. Pulling it out, he slid the blade across the man’s exposed throat, and then paused briefly to wipe the splattered blood from his eyes before scanning the field for another enemy.

Moving on, he found that he had lost another Windrider, this time to a trooper with a flame gun, the smell of burnt mutant flesh still lingering in the air. Looking around for another opponent, Dances remounted and quickly spied a trooper targeting Green Waters. With a leap Howling Wind crashed into the Shock Force trooper knocking him face first. Dances quickly let go of the electrolance, flipped his hand around, and caught the lance with an upside-down grasp. Downward he jabbed, dagger-like into the trooper’s back.

Two lasgun shots just missed his head, and before Dances could turn around, another burned into his thigh. The force of the shot almost knocked him from Howling Wind, but his faithful mount spun to face the new threat. Squinting to find his adversary, yet another shot singed his left ear. Dances spurred his mount towards the new threat, leveling his lance as he prepared to strike. Just as the lance pierced the trooper’s chest, another shot tore into his shoulder, this time throwing Dances from the back of Howling Wind. He hit the ground,

rolling to his right to put more distance between himself and the trooper.

Over a downed tree, he peered into the darkness, searching for the trooper. Quickly tearing a strip of cloth from his shirt, Dances made a tourniquet around his thigh to stem the bleeding. He stopped to check again - no sign of the trooper. The sounds of battle were beginning to die now, and Dances turned his attention to his shoulder, tying another strip of cloth around the wound. He had lost a lot of blood. He was beginning to feel dizzy; it was hard to concentrate...

Dances came to, his dog Akanda licking his face. Nearby stood Howling Wind, grazing in the morning light. The air was heavy with smoke and the smell of death. He checked his wounds; the bleeding had stopped, but he was weak. Slowly rising, he tested his leg, then stood.

Glancing around, he saw for the first time the scope of the damage. Several of his brothers lie dead, their twisted bodies spread over the prairie, intertwined with even more dead MicroTel troopers. Certainly, this had been a payback for the raid he had led on the MicroTel warehouse last month. Smoke was coming from the encampment, not a lot, but surely several huts were destroyed. By the looks of things, the attack had been successfully repelled, but at what cost. His shoulder bag contained nothing to clean his wounds.

Checking the bodies, he found adequate supplies to re-dress his wounds - all of the MicroTel troopers wore packs. He picked up a couple and searched through the rest, finding everything he needed.

Of course, the first thing that came to his mind was that this was his chance to escape. Escape from all the senseless bloodshed, raids, and death. Now he was ready. He mounted Howling Wind and looked back towards the encampment.

He couldn't go. Not just yet.

Carefully he approached the encampment, dismounted, and crept forward through the brush until he was at the edge. There he saw the damage and the death. Chief Black Rain had survived; he was already trying to incite the braves. Now was time for revenge he heard the chief say, and a tear fell down Dances' cheek. This was not right, too much had happened. Now was the time to stop. Turning slowly, Dances returned to Howling Wind and Akanda, stopping only to pickup a Starbeam rifle and another electrolance. Mounting Howling Wind, he looked back at his home as another tear came to his eye. Looking up to the sky he spoke, "Father, forgive me," then stroking the neck of Howling Wind said, "Let's go."

And away he rode.

WARENGINE SCENARIOS



Reservoir Dogs: The Escape

A Law Enforcement WarEngine Scenario by Jason Wilsey

This scenario is based on the popular movie The Reservoir Dogs. The gang has entered the diamond warehouse, unaware that the manager has sounded a silent alarm; they are ambushed as they leave the warehouse. How did the police get there so quick you ask? There is a police informant in the group that let the officials know what was going down. Unfortunately for the police the entire force is not here. Only the police that were suppose to tail the crooks are. Back-up will not arrive in time.

THE POLICE:

The objective of the police is to down every last one of the criminals leaving none alive. If a hostage is taken then they will wait for an open shot and take it. They must prevent the criminals escape at all costs. And will not open fire on vehicles until driven by the criminals.

THE GANG:

The objective for the gang is to leave with their lives and the diamonds. The inside man, Mr. Orange, will not shoot at police but will shoot to keep their heads down to allow escape. If a policeman shoots at him he will return fire with deadly force and blame it on another.



Mr. White



Mr. Orange (Cop)



Mr. Blonde



Mr. Pink



Mr. Blue



Mr. Brown

The Situation:

The Gang must make their escape by leaving the game board or eliminating the police force. They know that if they stay and hold up in the building they will die, so this is not an option. There are two cars outside that the gang left the keys in. If they make it to the cars they may drive off the board. The problem is that the police are in the way.

The Police have orders to take down these violent criminals at all costs and not allow them to leave. If a hostage is taken the police will hold their fire against the criminal holding the hostage ONLY. Everyone else is fair game. If the criminal makes it to the cars with a hostage the police will be allowed to take ONE shot only at the criminal. If this attack is from the front then there is a 4 in 6 chance of hitting the hostage; from the rear a 2 in 6 chance. Roll 1d6 to find out if the hostage is hit or not.

The Police earn 3 points for every Criminal killed and subtract 4 points for every hostage killed.

The Gang earns 6 points for every member allowed to leave the board.

LAPD Officer Marvin Nash & LAPD Sheriff #1-4

QTY	PV	Type	Description	MV	DF	MN	CR	PV	Weapon	Rng	AT	AE	AET
5	22	T	Patrolman	9"	3k2	3k2	-	24	Pistol	18"	3k2	-	-
								8	Baton/Flashlight	-	2k2	-	-

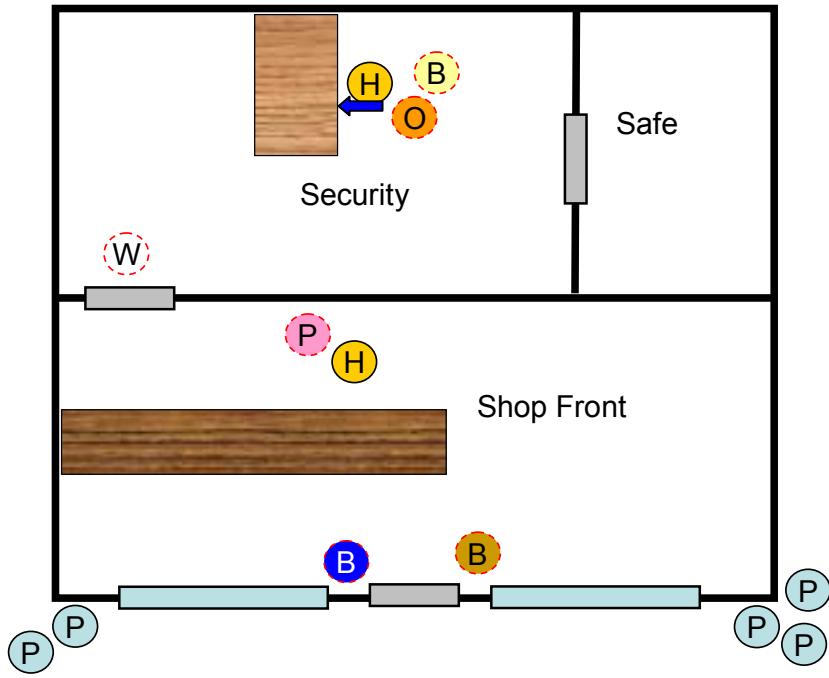
The Gang

QTY	PV	Type	Description	MV	DF	MN	CR	PV	Weapon	Rng	AT	I-AE	AET
6	22	E	Criminals – Elite	9"	2k2	3k2	4"	24	Pistol	18"	3k2	-	-
								6	Close Combat(knife/bayonet)	-	2k2	-	-

The Hostages

QTY	PV	Type	Description	MV	DF	MN	CR	PV	Weapon	Rng	AT	I-AE	AET
1	12	T	Warehouse Guard	9"	2k1	2k2	-	-	Unarmed	-	-	-	-

QTY	PV	Type	Description	MV	DF	MN	CR	PV	Weapon	Rng	AT	I-AE	AET
1	12	T	Warehouse Manager	9"	2k1	2k2	-	-	Unarmed	-	-	-	-



Light Blue P = Police; Orange H = Hostage; Everyone else is by character name (i.e. Mr. White is a W. Gray boxes are doors. Blue boxes are windows.



Image courtesy of Shots Fired Yahoo group!

ODDZ & ENDZ

By Dances with Emutants

Once again this new column brings you another interesting tidbit! A few years back at GenCon, one of our Stormreavers (demo people) Ray Becker was running some free demos. His alter ego was known as Lt Byran Farazon who was an ex-Megacomm Lt who defected. Well he had painted up one of the Shockforce minis to represent this figure and the result you see below.



Shockforce miniature painted to represent Lt Bryan Farazon.

Now there happened to be a girl that had been playing in Ray's demo and she decided to sketch this figure. The results of that sketch are also below.

The unfortunate news is that Ray never really did get her name. Though she did sign her sketch, so if you are out there, please feel free to give us a shout so that we can give you your credit!

That's all for this issue, see you next time.



Sketch of same figure by artist unknown!

I SEE LEAD PEOPLE

A column about Miniatures

By Dances

All right. The second installment this issue provides yet another review of some armor from All Fronts Armor Depot. If you haven't guess by now, you will be seeing a lot of vehicles from this company in this column as I will be reviewing several of his tanks.

This article starts off with the German Tiger Tank. An early Tiger along with another one that has the anti-magnetic paste zimmerit applied.



Early Tiger, in the background you can see the 2nd Tiger.

As stated in the earlier article these are both resin models that come in four pieces, the hull, two separate tracks and the turret. The pieces need some work, some trimmed and some cutting. There are a few bubbles that need to be cleaned up as well. The barrel needed some work as the mold line was very noticeable. But some filing took care of that problem.

One of the things I had the most problems with was the painting of the tracks. I made the mistake of assembling the tracks to the hull before priming with black paint. What happens

is that it is rather hard to get the black paint on the top part of the tracks. Painting the tracks separately would be much easier in the future.



Early Tiger with Zimmerit anti-magnetic paste.

So once the priming was over I had to decide how to paint these babies. I decided to paint one Panzer Grey and the other in the yellow camo pattern. I elected for the zimmerit model to get the camo.



Here is the Tiger with zimmerit almost completed.

Now before you go and tell me how wrong my camo painting is, relax and chill out! I just sort of winged it and tried to get something close. I hope you will agree with me that I achieved that goal and have come pretty close to capturing a fairly accurate camo job.

So for the Panzer grey I used Howard Hues Panzer grey as this paints up a little darker than the craft paint (Americana Neutral grey) that I had been using. For the base of the yellow, I did use Americana Antique Gold and the camo stripes were also from Americana, I used Chocolate Brown and Avocado.



Early Tiger in Panzer grey with complete weathering.



Here is a good close-up of the road wheels and how they came out.

For the camo tank I washed the whole thing after painting the camo stripes with Americana Chocolate brown that was watered down a lot!

This kind of brought the whole paint job down a notch and tied the whole thing together making it less bright. After that both tanks were washed with a black wash and then a lighter brown wash as well.



A shot of the finished Tiger with zimmerit.

Americana Red Iron Oxide was used to dry-brush some rust onto the tracks, which was watered down with a black wash as well to tone down the rust color. Another American paint that I used to weather the tanks and represent mud was Mississippi Mud. This was dry-brushed on both tanks paying attention to the road wheels and the lower parts of the hull.



Another shot –includes some Blacktree Germans for scale.



Grey Tiger with Blacktree infantry.



Nice tight shot – you can see some spots I missed with the primer!

So all in all, not a bad job and I really did not spend that much time working on these two tanks. In fact I was working on some US Shermans at the same time.

Bottom line, for the money, these vehicles cannot be beaten in my opinion. Considering that you are using them for gaming and not trying to make a museum piece, they are money well spent. In fact I have heard that if you email Joe first with what you want, there is a good chance you will get something extra at no charge.

So if you order some tell Joe Steve from Chicago sent ya!



Another close-up of the Camo Tiger.



Last shot of the grey Tiger.

Stay tuned for the next issue as I will have some vehicles to review, including a US Halftrack, a Sherman Tank, and maybe a Panther. Until next time, this is Dances – Out!

CREDITS PAGE

This is where we want to take a few lines and give credit where credit is due. First things first, we want to give credit to the game that got us hooked, ShockForce. Without this game, First or Second edition, we would not be toiling over this E-Zine. Let's face it: we love ShockForce and the WarEngine rules.

The rules do live on. Dark Tortoise has taken up the reigns and, hopefully, we will see some new products very soon. Visit them on the web at <http://www.DarkTortoise.com>.

For our fourth issue we would like to thank the following folks.

Jason Wilsey – Reservoir Dogs Scenario, Law Enforcement army lists.

Avery Stempel – Gwar army lists.

Phillip Hartzog – DemonBall, Fiction

LeXan – Advertiser – Ebay Shockforce Warehouse

Joe Conejo – Advertiser – All Fronts Armor Depot

WAREENGINE ON THE WEB

Please frequent the following sites on the internet for more info on WarEngine and ShockForce.

<http://www.darktortoise.com/> - Dark Tortoise Web Site

<http://www.geocities.com/MotorCity/Garage/8226/minis.html> - This is The Dragon's Page

<http://www.voicenet.com/~johncrim/Marines.html> - Aliens in SF

<http://www.geocities.com/Area51/Hollow/9428/index.html> - Quzybuk's Page

<http://www.angelfire.com/or/ShockForce/> - Seventh Omen

<http://www.geocities.com/nightcrawler51/> - Nightcrawler's Page

<http://home.sprynet.com/~graylg/index.htm> - Viper's Page

Next Issue: More fiction, more World War II Army Lists, Modern Army Lists, and more.

Until then, **PLAY THE GAME!**